How to Run

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1   Libraries

If you were using eclipse this term, chances are that lwjgl and other libraries are not installed on your computer. This program uses the slick util library and lwjgl. First, download the libraries from the following links
`http://sourceforge.net/projects/java-game-lib/files/Official%20Releases/LWJGL%202.9.3/lwjgl-2.9.3.zip/download`
`http://slick.ninjacave.com/slick-util/`

Drag the jar files and the OS X natives into the `Library/Java/Extensions` folder on a Mac. (Tip: Use COMMAND+SHIFT+H in finder to navigate to the hidden folders). Below is a list of things which need to be moved to this folder.

All Jar Files from lwjgl.2.9.3

All Natives from lwjgl.2.9.3

All Jar files from Slick-util. . .
More info can be found at
`http://wiki.lwjgl.org/index.php?title=Downloading_and_Setting_Up_LWJGL`

2   Running from the Jar file

If you have successfully installed the library, then you can run the program using a jar file. Download the jar file from this file sharing link: `http://dropjar.com/#1i5gkeaz`. Make sure the jar is in the same folder as the assets folder, and run.

3   Running from Terminal

Unfortunately, there is an error in the code you were sent. Change line 284 of GameState-Manager.java from `GL11.glPopMatrix();` to

`GL11.glPushMatrix();`

Navigate to the folder conataining all the files in terminal using the `cd` command, and then dragging in the folder.

```
cd /path/to/dir/Maze\ Design\ Project
```

Compile the code.

```
javac *.java
```

And then run the program (WalkAround.java is the main class)

```
java WalkAround
```

4   Help

If you can't figure it out, email `srucker@exeter.edu`